

ROGUE: VENATOR - NO IMAGES



VENATOR IS A SKILLED HUNTER, AND USES THEIR skills to scope out their quarry; stealthily gathering information on them until the time is right to exploit their weaknesses. Venators make excellent assassins, private investigators and spies.

Willing to stalk individuals for days at a time, always just out of sight, gathering intel, and disappearing before being seen.

Their patience and practiced observance allows them to strike by their quarry with deadly precision, and the best Venators can even instantly analyse their prey, allowing them to strike even unseen and unobserved individuals with just as deadly skill.

GAME STALKER

When you choose this subclass at 3rd level, your insightful observation skills allow you to better track a target due to the better understanding of their nature. If you have observed a creature for a certain amount of time, in minimum increments of 1 minute, you have advantage on the Investigation roll or Survival check (DM's choice) to figure out the direction they recently went. This happens as follows:

- If you have observed a creature for 1 minute, having not used any Actions during the time of doing so; you gain advantage in their tracking if they have been in or passed through a place 1 minute or less ago.
- If you have observed a creature for 10 consecutive minutes, during which time you can only take a total of 10 Actions other than using Actions to observe; you gain advantage in their tracking if they have been in or passed through a place 10 minutes or less ago.

HUNTER'S QUARRY

At 3rd level, if you have observed a creature for 1 hour, you can mark them as your Quarry. This hour does not need to be consecutive, and can be carried out over several days, in minimum increments of 1 minute. A Quarry can either be a specific creature or a certain type of creature (e.g. lions). You cannot choose a player race or all humanoids, as your Quarry. You can have a number of Quarries equal to your Proficiency bonus at any one time, and if you happen to observe multiple creatures at the same place for the required amount of time, you can mark several as your Quarry simultaneously.

While a creature is your Quarry, you gain the following benefits:

- Hide in Plain Sight; you can attempt to hide from your quarry while only being lightly obscured, for example among a crowd of people, within fog, in dim light, or behind foliage.
- Your "Game Stalker" feature becomes stronger, and you can gain advantage to track via investigation or survival if your Quarry has been in or passed through a place 1 hour or less ago.

DEVASTATING BLOW

At 9th level, once per turn, if you land a hit on a foe, instead of normal sneak attack damage you can instead choose to do a Devastating Blow. The damage of this follows this formula: your Rogue level times by your tier. You can use this feature a number of times per day equal to your Proficiency bonus.

Devastating Blow

| Levels | Tier |
|--------------|--------|
| Levels 5-10 | Tier 2 |
| Levels 11-16 | Tier 3 |
| Levels 17-20 | Tier 4 |

Devastating Blow Example Damage

| Level | Damage Calculation | Amount per day |
|----------|--------------------|----------------|
| Level 10 | 10 x 2 = 20 damage | 4x/day |
| Level 15 | 15 x 3 = 45 damage | 5x/day |
| Level 20 | 20 x 4 = 80 damage | 6x/day |

You must use either a ranged or finesse weapon as normal, but if the attack is against one of your Quarries, then you don't need either advantage on the attack or an ally to be within 5ft of them to activate the Devastating Blow. You can do either Sneak Attack damage or Devastating Blow damage once per turn, not both.

INSTANT COLD READ.

At 13th level, you use your observation skills to read important information from a creature's body, movements and mannerisms. As an action you can use this feature to target a creature to Instant Cold Read them. This can manifest in several different ways:

- if the creature isn't one of your Quarries, they can instantly become one (as long as you have slots available). You can only have 1 Quarry made in this manner at any given time, regardless of how many slots you have available.
- if they are already your Quarry, this is treated as an Insight check of 20. You may ask a specific question, or do a general cold read. For a general cold read, this information typically presents as a tell, certain mannerisms they possess, the individual's body language such as their feeling towards other creatures near to them (if applicable), or even hidden information such as weapons or hidden objects on their person. The information, however, can be anything the DM thinks is appropriate to be able to be read from the creature's physicality. Note that a talented performer who believes you to be there or an individual skilled in Deception may be able to present false information to you this way.
- if they are already your Quarry you can use this feature to give yourself advantage on seeing through a disguise, be it magical or otherwise, including that of a shapechanger.

DEADLY PREDATOR

At 17th level, with your precision attacks draining the life force from a creature or the hounding of prey you can attempt to exhaust your enemies. A creature makes a constitution saving throw against your save DC, which is worked out with the formula: $8 + \text{Your Dexterity modifier} + \text{your Proficiency bonus}$. If they fail, they take a level of exhaustion, and on a success nothing happens. You can use this feature in two ways:

- when you hit a creature with a weapon attack and deal either Sneak Attack or Devastating Blow damage, you can immediately make them make the Constitution Saving Throw. This feature can be used in this manner a maximum of 6 times per day.
- if you are hounding a fleeing enemy, you become a pursuit predator. Every hour you spend chasing, and they spend exerting, at the end of that hour they will make the Constitution Saving Throw. If used in this manner, this feature doesn't have a limit of amount of uses per day. If the creature outpaces you, successfully hides, gets away in another manner, or short rests, they do not make the Constitution Saving Throw at the end of that hour.